

THE THIEVES OF FORTRESS BADABASKOR

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Dedicated to Stephen and all those who braved Fortress
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Eostros Games



Judges Guild



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Introduction

By the mid-1970's the original rules had been released and the game was growing in popularity. But the idea that there could be supporting products other than more rules, items, and monsters had not caught on. That is until Bob Bledsaw and the other members of Judges Guild decided to try.

Their first product was the original maps to the City-State of the Invincible Overlord, followed by other releases designed to help a Judge get his campaign going. The Thieves of Fortress Badabaskor was one of the first complete ready to run adventures Judges Guild released and among the first standalone adventures that could be bought.

The first dungeons created were little more than underground levels with a town or castle outside where the party could retire and refit. Fortress Badabaskor is very much like those early dungeons with a bandit fortress just outside with stores and taverns.

Over the years, even as writing and production of adventures advanced, Fortress Badabaskor remained a favorite of many. Part of the reason was that the authors gave reasons for why the creatures and inhabitants were in Fortress Badabaskor. There were also factions that a party could deal with. Creatures in Badabaskor had different relationships with the factions. Finally after dealing with the upper levels, the sheer toughness of the lower levels made for a memorable experience. Then in the lowest level the names and histories given for the Dragon Kings naturally led for ideas for further adventures.

This latest version doesn't just update the original product but further expands on the themes originally presented. Changes were made for consistency, and to bring the older rules inline with the latest D20 rules. I had a lot of fun over the years with Fortress Badabaskor and hope this latest version is as much fun for you.

-Robert S Conley

The Overlord's Comments

This is the seventh issue of our Judges Guildmember subscription. ¹ Our fantasy game aids are designed as scenarios for active fantasy campaigns, especially those in play a game designed by TSR. In providing alternate scenarios and guidelines, we can help to bring a campaign to life, using character history, and legends. Our aids can save prospective referees much time in drawing in the detail of a fantasy world.

However, we expect that each referee will alter, expand, and illuminate areas that they wish. Likewise, deleting, shrinking, and modifying areas of your choice is desirable in personalizing this area for your campaign. It is important for you to add or delete any treasures that are appropriate to your campaign flavor. Likewise the mix of monsters might be modified to suit your world's mythos.

To be sure, Fortress Badabaskor is a powerful dungeon with many different strong factions. Therefore, it is worthwhile for the referee to note that the 'ferocity' is quite compressed in a dungeon as this with five levels. Higher level characters will find it a challenge; whereas, low level characters may venture in, as part of a 'quest', and hopefully divinely reinforced with a strong magic weapon or so, even if temporary!

Good Adventuring!

-Bill Owen & Bob Bledsaw

¹early Judges Guild adventures and supplements were mailed out as part of a subscription service

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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History of Fortress Badabaskor

Brastagoth, Cyng of Kelnore, established Fortress Badabaskor as one of the Frontier Forts of Kelnore. When the fortress was expanded the lair of the dragon Scratharessar was uncovered. The Knights of Cyng Brastagoth defeated the dragon and sealed its lair, but at a great cost. The other dragons of the land heard of Scratharessar's defeat and warred on Kelnore, ultimately destroying Badabaskor.

After the fall of Kelnore it laid in ruins until the Orichalan Dragon Lords occupied it with the permission of the dragon, Scratharessar. In the waning days of the Dragon Lords, the priests of the demi-god Angall seized the fortress. When Angall was injured in his victory over the god Zanaaphic, the King of All Spirits, his followers carried his body here.

While Angall rested and healed, his priests made Badabaskor his place of worship. After several centuries he awoke. All remnants of civilization had been swept from the surrounding lands. After trying to rekindle civilization and establish an empire, Angall failed in his efforts and then lost interest and concentrated his attention elsewhere. His priests continued to worship him and extract tribute

from surrounding barbarian tribes.

Merchants and peasant farmers for hundreds of miles around feared Fortress Badabaskor. And while no longer ruled directly they often supplied slaves and foodstuffs when demanded by the priests. Local legends conflicted over whether Angall was a god, demon, or an evil lich. Thousands of years passed and slowly the followers of Angall slipped into decadence and permitted the defenses of Fortress Badabaskor to fall into disrepair.

The current period began in the year 4412 BCCC. Tinstag One Eye and his band of highwaymen slipped over the walls at night, opened the main gate, and fell on the sleeping inhabitants like savage berserkers. The bandits rapidly cleared the outer fortress, including the first two levels of chambers in the cliffside. All the followers of Angall they found were put to the sword. The clearing stopped, however, when the High Priest Lorstag killed Tinstag. Cragen, Tinstag's son, avenged his father's death. The clearing resumed but finally ceased once the dragon's lair was discovered on the third level.

Adventure Summary

Cragen has developed a profitable business from his rebuilt fortress for the past twenty years and has imprisoned the remaining followers of Angall in the lower chambers with symbol spells. He has turned Badabaskor into a safe-haven and a market for all manner of legal and illegal goods. Cragen is largely retired from active raiding, focusing on keeping the peace between the gangs now living in the Fortress Badabaskor and taking a cut of their raids. In recent years he has styled himself as the Duke of Badabaskor.

The Overlord and the Black Lotus are aware of Cragen's activities but they are unable to find out where he is located. They still believe Fortress Badabaskor is inhabited by a nasty evil cult that stays mostly secluded. For the last five years, the Black Lotus believes that Cragen has moved on. They are not aware that he has retired from raiding and is sponsoring other groups. Cragen has recently summoned sages and been seeking adventurers to find a way to clear the lower chambers of the dragons and the followers of Angall. No one has succeeded so far.

How to Use this Adventure

This module is as much a setting as a dungeon crawl. Many older dungeons created in the seventies had a town attached and Fortress Badabaskor is no exception. What sets Badabaskor apart are the different factions that can be found and the toughness of the lower levels.

There are several ways of introducing Fortress Badabaskor into your campaign. The players could be hired by the Overlord or be working for his secret police, the Black Lotus. Their mission will be to find and expose the hidden lair of the Bandit Duke Cragen. It is known that somewhere in the region is Cragen's lair. The area is mountainous; there are a lot of ruins and caves to explore.

Only a few of the bandit gangs in the area actually reside in Fortress Badabaskor. The rest are dealt with through a system of cutouts that acts as a secret caravan network; funneling goods and treasure to and from the local towns and Fortress Badabaskor. If this network were penetrated then players would find Fortress Badabaskor as the location of Cragen's lair and be able to explore it to determine its defenses.

The players could start out as members of a bandit gang and eventually be invited to join the gangs located at

Fortress Badabaskor. They will have to prove themselves trustworthy and be known for keeping their mouths shut.

The Overlord and the locals "know" that Fortress Badabaskor is the home of an evil cult and the god Angall. Since the bandits have kept up that pretense that belief is still widely held. As a consequence, scholars, mages, and adventurers are still tempted go to Fortress Badabaskor and try to gain the treasure that lies there.

Less widely known is the fact that Fortress is far older and that it still could hold treasure and lore from the days of the Orichalan Dragon Kings and perhaps from the time of ancient Kelnore.

There are two other adventure hooks that can be used to draw players in. The first is that Sorceress RATHERA, a leader among the amazons, was searching for the Crown of the Crystal Mind. She has been lost for 20 years and now her daughter Shiloh is lost as well. The amazons hire the players to find Shiloh and possibly RATHERA if she is still alive.

The second adventure hook is that the Elven Lord REVASAR is looking for his wayward daughter Relisha. The players have been hired to find her and bring her home. The Relisha's trail leads to Badabaskor.

Adventure Overview

This module is designed for a party of 4 to 6 10th to 12th level characters. If Fortress Badabaskor is being used as an evil town or a base of operations for the players then characters from 5th to 9th level can be used. The dragons on level 3 can challenge epic-level characters of 20th level or greater. The module is designed to allow players to either avoid or roleplay with the dragons. If the players successfully role-play with the dragons they should be awarded at least half experience for the encounter.

The NPCs in this module are introduced with one or two lines of flavor text. In the spirit of Judges Guild, their ultimate personalities and/or motivations are left to the Judge. The outer fortress is presented as a setting with each locale described along with associated NPCs. The exact circumstances of the various NPCs are left to the Judge to facilitate placing the module in their own campaign world. The interior dungeon levels are presented as frozen moments in time with a random chance of encountering patrols.

Magic items are generally listed in the text. However items that have an immediate effect that the Judge needs to know about or items created for this adventure are detailed in a gray description box at the end of the encounter.

Duke Cragen and his bandit gangs occupy the outer fortress and the upper two levels. Within the bandit gangs there are several factions led by different leaders. Cragen has his hands full trying to keep peace within the town. Currently a triumvirate of Cragen, his seneschal Talgorkon, and Captain Branger rule Fortress Badabaskor. Cragen considers Branger his successor.

Cragen's wife Laella is currently in league with Captain Throngath to depose Branger if Cragen dies. Rasyak, the newest captain, and Maktash, the leader of the gnomes, are the wild cards in any struggle between Branger and Throngath. In addition to the bandits, there are the orcs led by Chief Garband and the wererats scouts, which form their own groups.

Scrathaessar and her brood dominate the third level. She is quite content to breed her children as long as she is not attacked. The Orichalan Dragon Kings asked her permission to occupy Badabaskor, she agreed as long as the Kings keep others from disturbing her brood. She considers the priests of Angall and now the bandits as successors to the Dragon Kings in this role.

The central cavern of the dragons is connected to the outside by a large network of caverns several miles long. Because of these caves, the dragons have independent access to the outside world. Inside the mouth of this network is a village of trolls. The trolls have traditionally served Scrathaessar and sometimes work with the other inhabitants. The Dragons also have gargoyles as servants.

The priests of Angall who survived the sack of the outer fortress occupy the fourth level. The High Priest Reyhtuyl and the Druid Massophir are their leaders. They have been trapped for 20 years in these caverns, using Create Food and Water to survive. Several plots to oust the bandits and pleas for the dragon to intervene have failed.

Lately there have been several deaths due the action of Sha-Shoan, an intellect devourer, and its doppelganger

companions. These deaths have proven to be the final straw for many of the priests. Tired of years of living underground, they have allied under the leadership of Arinloge and Cracolf to overthrow Reyhtuyl, the High Priest. They are currently gathered in the fifth level preparing to make their move

A band of amazons led by RATHERA searching for the Crown of the Crystal Mind was trapped below along with the priests. She has forged a shaky alliance with the priests in exchange for food and water. But the recent killings have raised tensions between the two groups. Likely RATHERA and the amazons will remain neutral in any coup attempt. Unbeknownst to RATHERA, her daughter, Shiloh, is searching for her. Shiloh has come to Fortress Badabaskor and has just been captured by the Priests of Angall.

There are several adventurers searching for the Tombs of the Orichalan Dragon Kings. The evil Kow KLAFTARN has ambushed the mage Nonchaic and the two wizards are dueling on the fifth level. Nonchaic betrayed his partner Lissiena to the young red dragon Regjherbal. Regjherbal left his mother, Scrathaessar, to establish his own lair on the fifth level.

There is a group of were-rats from the upper levels who have come down to the fifth level to explore. Currently they are scattered on the fourth level after a run-in with the intellect devourer and the doppelgangers. Two parties of gnomes from the Fortress are also exploring. One group on the fourth level has lost a party member. Arinloge's forces, on the fifth level, have captured the other group.

The Wilderlands of High Fantasy

This adventure is part of the Wilderlands of High Fantasy by Judges Guild. Fortress Badabaskor is in Hex 2906 in Map 8 (Barbarian Altanis) and is next to an outlying mountain of where Ered Perack meets the Cloudwalls. Appendix 1 – Field Guide to Badabaskor has a more detailed history and a guide to how it fits in the Wilderlands of High Fantasy.

Field Guide to Resources

This adventure utilizes sources from the Players Guide to the Wilderlands of High Fantasy™ and Wilderlands of High Fantasy Boxed Set™ by Judges Guild® and Necromancer Games® and has been used under license. The material used has been reprinted for your convenience. This adventure requires the use of the Dungeons and Dragons® Core Rules by Wizards of the Coast®.

Adapting the Adventure

Fortress Badabaskor ties into Judges Guild's Wilderlands of High Fantasy. Like all Judges Guild products, it's meant to be used in any world with most elements being easily changed to suit the Judge's campaign.

As presented, Fortress Bababaskor's location is set in a wilderness just beyond the frontier of settled lands. This area is part of a long dead empire that is remembered as a time of glory. A successor realm rose up in its place and was ruled by the Lawful Evil Orichalan Dragon Kings who used Fortress Badabaskor as a safe haven and for their burial tombs.

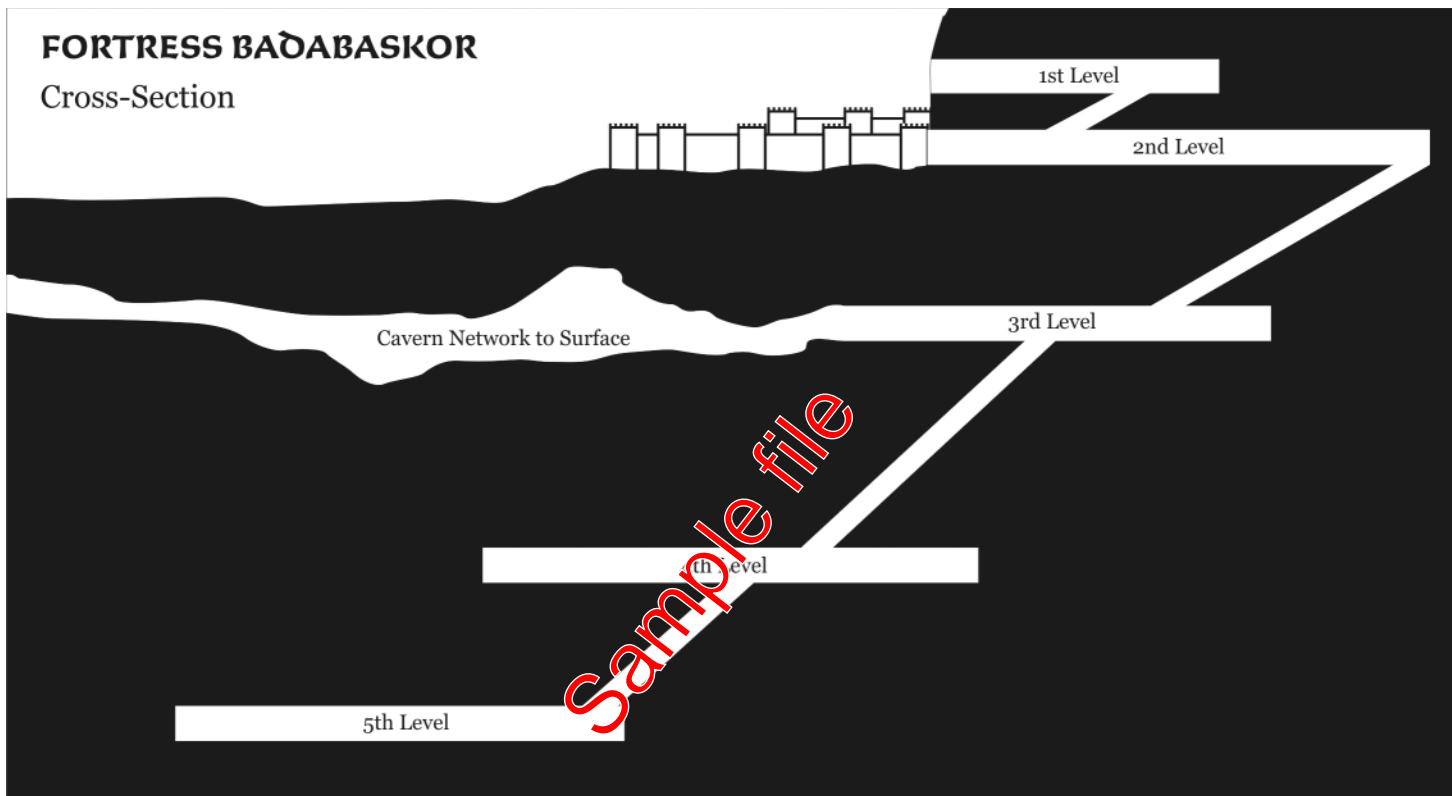
The maps in this adventure focus only on an area within 2½ miles of Fortress Badabaskor. (see page 59) This should easily fit in any area of an existing campaign that is somewhat remote but has access to several overland trade routes.

The dragon Scratharessar is an ancient dragon, for the past few centuries she has been content to breed, and raise her children. Eventually sending them to far off lands so she not bothered in her lair.

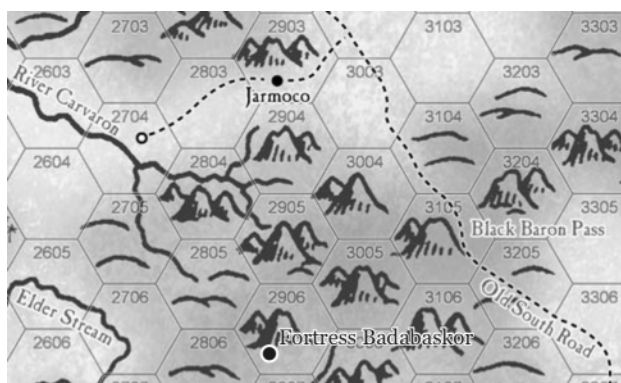
The collapse of the Dragon Kings caused the land surrounding the fortress to be depopulated. When the

chaotic evil cult of Angall took over the fortress, people should have stayed away because of the cult's reputation. Any fallen empire from your campaign can be use in place of the Dragon Kings. Additional ruins from this time could be placed near Fortress Badabaskor for further adventures.

There needs to be a city or town about a week journey (100 to 200 miles) away for the bandits to fence and trade. It helps if it had a reputation or a quarter where little questions are asked about the source of the goods being traded.



**Excerpt from Map 8
Wildlands of High Fantasy**



Rumor Mill

The difficulty class for Gather Information has been listed.

Regional Rumors

The people in the region of Badabaskor know these rumors.

#	RUMORS (1d10)	DC
1	Fortress Badabaskor is a demon haunted pile of stones ruled by cannibal priests. (F)	15
2	The bandit duke rules from a hidden fortress and has many gangs under his control.	25
3	The god Angall is worshipped by his priesthood in Fortress Badabaskor.	20
4	The Amazon sorceress RATHERA is searching for the Crown of the Crystal Mind and was last seen going to Badabaskor.	20
5	The Bandit Duke Cragen is looking for discreet adventurers to help him with a problem.	30
6	The Elven Lord Revasar of Actun is searching for his wayward daughter Relisha and will pay a handsome reward.	20
7	The lost treasure of the Cyngs of Kelnore is in the deepest levels of Badabaskor. (F)	20
8	Many of the ancient Orichalan Dragon Lords were buried in Fortress Badabaskor along with their treasure.	25
9	Cragen's fence comes around every couple of months to trade.	30
10	The God Angall has twisted Fortress Badabaskor into a nightmare realm of chaos and evil (F)	15

Fortress Rumors

People living in the fortress, level 1 and level 2 know these rumors

#	RUMORS (1d20)	DC
1	Captain Throngath and Branger hate other.	15
2	Laella, the Duke's wife, is sleeping with Captain Throngath. (F)	20
3	Laella and Throngath have a plot to seize the fortress if Cragen dies.	30
4	Don't cross Maktash of the Iron Stallion or you will wind up dead.	20
5	Rasnak adventured beneath the Fortress and won the Sword of the Dragon Kings from the dragons. (F)	15
6	Ferdipal is selling out Cragen to the Overlord when he goes to the next market. (F)	20
7	Biffor of Heavenly Delights keeps the best looking slave girl hidden for fear of losing her.	20
8	The best food is at the Land Pirate's End (F)	15
9	Tell Ralltast a good story at the Winery and he will give you some wine.	15
10	Talgorken, the duke's seneschal, now worshipping Angall and conspiring to return the priests to power. (F)	20
11	Lathig Foul Arm of the Hole in the Hill pawned a powerful artifact to the Duke for his inn. (partly F)	20
12	Go to the Seven Winds House for a good time.	15
13	The orcs that live in the upper levels are total scum.	15
14	Elstall of the Flying Horse Stable brought in some hippogriffs some months back.	15
15	The Gnomes are on the top most level training the hippogriff for the Duke's personal guard.	25
16	The wererats and the gnomes managed to find out the password and are now exploring the lower levels.	25
17	The Duke trapped the passageway to the lower levels with Symbol of Deaths. They have passwords.	25
18	There is going to be a big fight inside the gate to the upper levels between the Duke's guard and Garband's orcs.	20
19	Ancient Dragons are protecting the priests below from being taken out by Duke Cragen.	25
20	The wererats are tired of working for the Duke and will betray him for the right price. (F)	20

Level 3 Rumors

The dragon's minions on Level 3 know these rumors

#	RUMORS (1d4)	DC
1	Scratharessar is the queen of the brood of dragons living here. Fear her wrath as she just wishes to be left alone.	15
2	The Dragons have their own means of entering and leaving Badabaskor.	25
3	Regjherbal left the brood and his brother Thasokkar to establish his own lair on a lower level.	20
4	Alcalthar and Thanessak are planning to overthrow Scratharessar with the help of the priests. (F)	20

Level 4 Rumors

The priests and minions of Angall on level 4 know these rumors

#	RUMORS (1d8)	DC
1	The tombs below are of the Orichalan Dragon Kings. Over a dozen are buried there.	20
2	An ancient seer of Kelnore lies entombed below and dispenses wisdom to all those who come. (F)	20
3	The murders are the work of RATHERA and the other amazons. (F)	15
4	Massophir is calling a meeting to overthrow Reyhtuyl. (F)	20
5	Reyhtuyl is preparing to summon the God Angall. (F)	15
6	Several of the Dragon Kings have been transformed into reptilian Champions of Law.	25
7	If you want to be in on the winning side meet with Arinloge down on the fifth level.	20
8	The Amazon that was captured is claiming to be RATHERA's daughter Shiloh.	20